

# YILIU (AIDEN) LI

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## EDUCATION

UNIVERSITY COLLEGE LONDON  
BSc Computer Science

09/2023 – 07/2026

## SKILLS

### Programming Languages

- Python, C, C++, Java, JavaScript, HTML, CSS, Haskell, SQL

### Development Tools

- CUDA, Arduino
- PyTorch, TensorFlow, NumPy, Matplotlib, Pandas
- React, Node.js
- Bash, Git

## EXPERIENCES

### AI Product Management Internship

02/2025 – Present

#### ResearchFlow AI

- Actively supporting initiatives such as Keyboard Shortcuts, Mind Map View, and Accuracy Optimization.
- Proposed, designed, and launched multi-functional **AI Chatbox** that supports in-contextual quotation.
- Assisted in structuring **product roadmaps**, gathering **user feedback**, and optimizing AI functionalities to enhance usability and user engagement.
- Proposed and contributed to research in **factuality consistency of LLM generated contexts**.

### Research Assistant

08/2024 – Present

#### UCL Computer Science Multi-Sensory Devices (MSD) Group

- Developed and deployed **Virtual Reality (VR)** environment, enhanced experience in fabric touch perception.
- Contributed to research on **kinaesthetic illusion** through experimental support, and literature review.
- Supported in preparing presentations and research summaries about **pseudo-haptics**.
- **Supervisor: Prof. Marianna Obrist**

### Teaching Assistant

09/2024 – 01/2025

#### UCL ENGF0034 Design and Professional Skills I (Computer Science)

- Assisted in delivering course content and hands-on lab session for undergraduate Computer Science students.
- Assisted students with **Python** coding, AI game autoplayer development, and debugging techniques.
- Provided support in understanding internet protocols and real-world networking applications.
- **Module Leader: Prof. Martin Benning**

## PROJECTS

### SightLinks – UCL IXN Project

10/2024 – 03/2025

- Collaboration with UCL GDI Hub, Wheelchair Alliance, and Soundscape, to enhance accessibility solutions for disabled individuals.
- Trained machine learning model based on **MobileNetV3**, **YOLO11**, and utilized georeference techniques for precise zebra crossing detection and geolocation from satellite imagery, with a precision of **>85%**.
- **Project Page: <http://students.cs.ucl.ac.uk/2024/group15>**

### Bioreactor Development

10/2023 – 01/2024

- Designed a bioreactor for the manufacture and storage of BCG vaccine used in Uganda.
- Developed a web dashboard for real-time monitoring of the bioreactor using **React** and built a Wi-Fi IoT platform by integrating **ESP32**, **STM32**, and **Arduino**.

### CUDA Accelerated SDOT Kernel Development at UCR Supercomputing Lab

06/2023 – 08/2023

- A breakthrough was achieved in creating an innovative algorithm for computing SDOT by optimizing **GPU-accelerated** kernels, enhancing efficiency, and minimizing data movement through **CUDA** programming and innovative techniques.
- **Source code: <https://github.com/yiliu-li/Optimized-Cuda-SDOT-Kernel-on-NVIDIA-Turing-GPUs>**
- **Supervisor: Prof. Zizhong (Jeffery) Chen**

### Sleep Stage Detection Model using LSTM

04/2023 – 06/2023

- Developed a smart alarm app to address oversleeping issues, by automatically detecting user's sleep stage and alarm at their light sleep.
- Developed a sleep phase classification model using Long Short-Term Memory (LSTM), resulting in a high accuracy of sleep stage prediction.